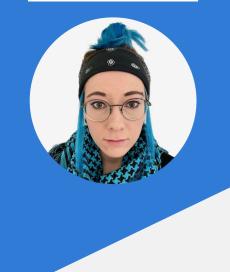
# J U S T Y N A F R Y C Z A K





UX DESIGN GAME DESIGN GRAPHIC DESIGN PROJECT MANAGEMENT EVENT ORGANISATION

# CREATIVE TOOLS

FIGMA MIRO / FIGJAM ADOBE CREATIVE CLOUD GOOGLE WORKSPACE

## DEVELOPMENT

HTML / CSS UNITY

# PLANNING

FAVRO JIRA ASANA

# LANGUAGES

ENGLISH / FLUENT POLISH / NATIVE SWEDISH / ADVANCED (B2) JAPANESE / INTERMEDIATE (JLPT N4)

# \*\* \* EXPERIENCE

#### JAN 2023 > PRESENT

#### **UX DESIGNER / UX RESEARCHER**

WINDUP GAMES / KINDA BRAVE / UMEÅ

I lead a small UI design and implementation team in developing a complete UI for an open-world multiplayer game. Additionally I've been driving the initiative for external playtest to bring insights from players to the dev teams within Kinda Brave Entertainment Group, to ensure players understand how to have fun in the games.

(+ ··· Hela, Distant Bloom, Go Fight Fantastic

SEP 2022 > PRESENT

# GUEST TEACHER & MENTOR

FUTUREGAMES / BODEN, SKELLEFTEÅ

A few times a year I do lectures and mentor students in the UX game design program, covering topics like design process, usability, user research and prototyping in Figma.

#### NOV 2018 > JAN 2023

### GAME DESIGNER + UX DESIGNER

MINDFORCE GAME LAB / UMEÅ

I lead the team on Fig: A Playtient Journey, making sure a consistent game vision is kept, and that everyone has the right documentation to support their tasks. As a medical game supporting with depression and bipolar disorder, focus on the user in both game design and UI needs was critical.

 $(+ \cdot \cdot \cdot)$  Fig: A Playtient Journey

SEP 2018 > APR 2019 **UX DESIGN INTERN** 

NORTH KINGDOM / SKELLEFTEÅ

During the internship I learned more about the role of a UX designer in a creative agency and worked on creating detailed wireframes for web and apps, using Sketch, Figma, Whimsical and more.

JAN 2015 > JAN 2024

# GLOBAL GAME JAM ORGANIZER

#### UMEÅ

I started an official site for Global Game Jam in Umeå. As the main organizer I was in charge of communication about the event, designing and a distributing posters, following recommendations from global organizers.



2015 / 2018	<b>INTERACTION DESIGN, MFA</b> UMEÅ INSTITUTE OF DESIGN / sweden
	Vice president of Ställverket student union Editor of Wozzop magazine
2014 / 2015	<b>INDUSTRIAL DESIGN INTENSIVE</b> UMEÅ INSTITUTE OF DESIGN / sweden
	Secretary of Ställverket student union Graphic designer of Wozzop magazine
2013 / 2014	HUMAN-COMPUTER INTERACTION, MSC UMEÅ UNIVERSITY / sweden
	Thesis: Developing empathy through video games
2008 / 2013	COMPUTER SCIENCE, BSC LODZ UNIVERSITY OF TECHNOLOGY / POLAND









DIY



VIDEO GAMES

CLIMBING PSYCHOLOGY

SNOWBOARDING